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slight_ButtonInput__minimal
    minimal example for slight_ButtonInput lib usage.
    debugport: serial interface 115200baud

hardware:
    Arduino board of any type.
    A3 --> Pushbutton closing to GND

libraries used:
    ~ slight_ButtonInput

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#undef min
#undef max
#include

#include

// ----------------------------------------
// slight_ButtonInput things

boolean mybutton_get_input(slight_ButtonInput instance) { // read input + invert: button closes to
GND. return !digitalRead((instance).pin);
}

void mybutton_event(uint8_t test) {
Serial.print(F("thing:"));
Serial.println(test);
// Serial.print(F("this:"));
// Serial.println(this);
// void mybutton_event(slight_ButtonInput instance) { // switch ((instance).getEventLast()) {
// case slight_ButtonInput::event_click : {
// Serial.println(F("click"));
// } break;
// case slight_ButtonInput::event_click_long : {
// Serial.println(F("click long"));
// } break;
// case slight_ButtonInput::event_click_double : {
// Serial.println(F("click double"));
// } break;
// }
}

// using default values:
slight_ButtonInput mybutton1(1, A3, mybutton_get_input, mybutton_event);

// ----------------------------------------
```

// setup
// --
void setup() {
// --
// init serial
// wait for arduino IDE to release all serial ports after upload.
delay(1000);
Serial.begin(115200);
delay(500);
Serial.println();

```
  // ----------------------------------------
  // print short welcome text
  Serial.println(F("slight_ButtonInput__minimal.ino sketch."));
  Serial.println(F("minimal example for library usage."));

  // ----------------------------------------
  // start slight_ButtonInput
  Serial.println(F("setup slight_ButtonInput:")); {
      Serial.println(F("  pinMode INPUT_PULLUP"));
      pinMode(mybutton1.pin, INPUT_PULLUP);
      Serial.println(F("  mybutton.begin();"));
      mybutton1.begin();
  }
  Serial.println(F("  finished."));

  // ----------------------------------------
  Serial.println(F("Loop:"));
```

}

// --
// main loop
// --
void loop() {
mybutton1.update();
// nothing else to do here...
}

// --
// THE END :-)
// --